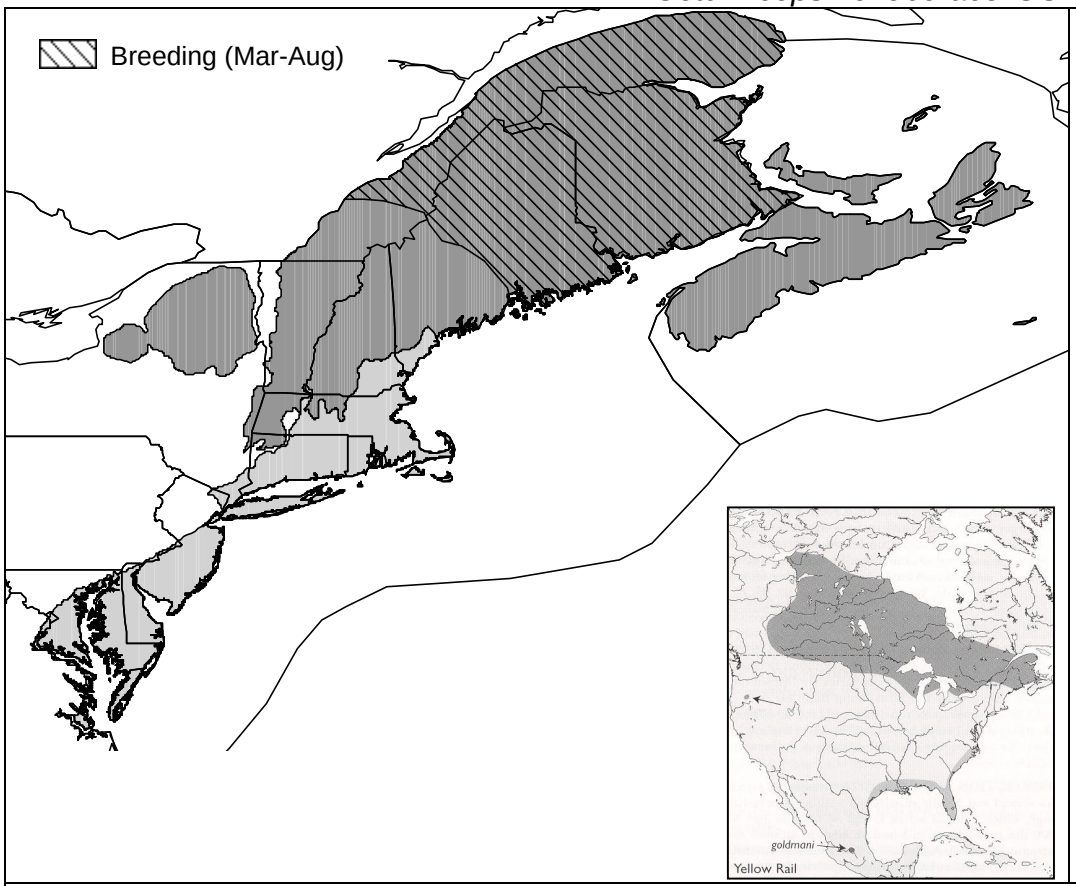
YELLOW RAIL

Coturnicops noveboracensis noveboracensis



Regional Occurrence (BCRs 14, 30)

- Distribution: breeds in BCR 14
- Habitats used: fresh-water marshes and wet sedge meadows (breeding); brackish marshes and deep, dense grasses and grain fields (wintering)

PIF BD=3; PIF ND=5

Regional Abundance

- Current population size: unknown
- Historical population size: unknown
- % change in regional population: unknown

PIF RA=4; PIF PT=3

Regional Threats

- Very habitat specific; Habitat destruction due to coastal development and natural succession; Breeding grounds are used for hay/pastures; excessive grazing removes needed cover
- Sensitive to water level changes;Stream alteration projects lower the water table and destroy marsh habitat
- Non-hunted game bird in US; predation by long-legged waders; Tower kills during migration

PIF TB=3; PIF TN=4

Conservation Status: Abundance (N breeders) and Conservation Rank

Global	North America	BCR 14	BCR 30	Mid-Atlantic	S. New England	Gulf of Maine	Maritimes
?	?	?b		0b	0b	?b	212b
IUCN- Not Evaluated	NAWCP- High Concern	High (PI=?)		NJ-S?N; DE- no info MD-no info; VA-SN	NY-S?N; CT-no info; RI- no info; MA-S?; VT- no info	MA-S?; NH- no info; ME- no info NB - S1?B; NS - no info	QC-S2; NB-S1?B PE- SRB; NS-?

Conservation Needs: *Sustainability*: mean of 8.0 eggs / clutch (only info); *Density and Foraging Habitat*: 1 breeding male / 25 ha and 1breeding male / 86 ha estimates; wet sedge meadows with moist substrate to standing water; deepest water 46 cm; brackish-water estuarine high marshlands; salted high marshland; coastal marshes are periodically inundated by salted waters, also most likely to occur in high marshlands dominated by sedges and grasses; *Issues*: Management should involve controlled burning to remove invasive plants in breeding areas. It is also essential to maintain areas of preferred topography that includes natural swales, wet sedge meadows, and marsh habitat.; *Needs*: monitor; management of migratory route; *Population Goals*: census(high); *Habitat Goals*: